

HOUSE GENERAL CALENDAR
TUESDAY, FEBRUARY 17, 2015
SIXTEENTH LEGISLATIVE DAY

HOUSE BILLS

<u>HB 59</u>	State tort claims; waiver of sovereign immunity for declaratory judgment or injunctive relief; provide
<u>HB 70</u>	State symbols; designate gray fox as official state mammal
<u>HB 73</u>	Public officers; counties and municipalities provide by local law for district durational residency requirements; authorize
<u>HB 87</u>	Retirement and pensions; Code Revision Commission; revise title
<u>HB 90</u>	Code Revision Commission; repeal portions of said Code, or Acts; provisions
<u>HB 95</u>	Local government investment pool; trust fund managed by state treasurer; provide
<u>HB 100</u>	Education; date by which a child must reach a certain age in order to be eligible for enrollment in certain educational programs; change provisions
<u>HB 104</u>	State Properties Code; applicability of public bidding processes for certain conveyances; clarify
<u>HB 117</u>	Employment security; modify definition of the term most recent employer; change certain provisions
<u>HB 119</u>	AIDS; disclosure of such information under certain circumstances; change provisions
<u>HB 121</u>	Elections; write-in candidacy filings to include authorization by candidate if not done by candidate; require notice
<u>HB 126</u>	Motor vehicles; use of global positioning or navigation system mounts on windshields under certain circumstances; allow
<u>HB 154</u>	Magistrate courts; fine amount for contempt of court; increase
<u>HB 160</u>	Game and fish; trapping of raccoons in certain counties; repeal a provision
<u>HB 162</u>	Insurance; provide for insurance compliance self-evaluative privilege; provisions
<u>HB 164</u>	Professional Standards Commission; professional learning requirements for certification renewal; extend the suspension
<u>HB 172</u>	Watercraft; operation while under the influence of alcohol, toxic vapors, or drugs; revise types of vessels
<u>HB 194</u>	Elections; advance voting times and dates; revise
<u>HB 198</u>	Jason Flatt Act-Georgia; enact